## CONTENTS OF VOLUME 15 (1985) OF SIMULATION/GAMES FOR LEARNING

A complete cumulative contents list of Volumes 1-6 appeared on pages 31 ff of Volume 7 Number 1 (Spring 1977). However, Volumes 1-4 are no longer available as back numbers. They are covered by an anthology in book form entitled Aspects of Simulation and Gaming edited by J Megarry (Kogan Page, 1977). The cumulative contents of Volumes 5-12 were published on pages 190 ff of Volume 12 Number 4 (Winter 1982). Subsequent contents have been published as follows:

Contents of Volume 13 pages 190 and 191 of Volume 13 Number 4 Contents of Volume 14 pages 192 and 193 of Volume 14 Number 4

This list includes only the contents of Volume 15.

## **Articles**

Baillie, H Making fun of Shakespeare 153: 126-133 Brighton, R Putting people first 154: 161-165 Crookall, D and Participant and computer roles in simulations 15 Martin, A 2: 55-72 Dawson, R KKK - The conduct of a management game 154: 155-160 Jaques, D Simulation game workshops: notes for facilitators 153: 134-140 Miller, A Simulation and the Industry Project: the use of adults other than teachers 153: 107-117 Moore, T COMMUNITY DISORDER SIMULATION 152: 73-82 Ritchie, G ATLANTIS: the basis for management simulation development 151: 28-43 Saunders, D 'Reluctant participants' in role play simulations: stage fright or bewilderment? 15 1: 3-15 Saunders, D and Playing with a second language 154: 166-172 Crookall, D Sculli, D and Ng, W C Designing business games for the service industries 151: 16-27

The invention of board games by a group of teenagers from a special school 153: 118-125

Wozny, C

## CONTENTS OF VOLUME 15 (1985) OF SIMULATION/GAMES FOR LEARNING

A complete cumulative contents list of Volumes 1-6 appeared on pages 31 ff of Volume 7 Number 1 (Spring 1977). However, Volumes 1-4 are no longer available as back numbers. They are covered by an anthology in book form entitled Aspects of Simulation and Gaming edited by J Megarry (Kogan Page, 1977). The cumulative contents of Volumes 5-12 were published on pages 190 ff of Volume 12 Number 4 (Winter 1982). Subsequent contents have been published as follows:

Contents of Volume 13 pages 190 and 191 of Volume 13 Number 4 Contents of Volume 14 pages 192 and 193 of Volume 14 Number 4

This list includes only the contents of Volume 15.

## **Articles**

Baillie, H Making fun of Shakespeare 153: 126-133 Brighton, R Putting people first 154: 161-165 Crookall, D and Participant and computer roles in simulations 15 Martin, A 2: 55-72 Dawson, R KKK - The conduct of a management game 154: 155-160 Jaques, D Simulation game workshops: notes for facilitators 153: 134-140 Miller, A Simulation and the Industry Project: the use of adults other than teachers 153: 107-117 Moore, T COMMUNITY DISORDER SIMULATION 152: 73-82 Ritchie, G ATLANTIS: the basis for management simulation development 151: 28-43 Saunders, D 'Reluctant participants' in role play simulations: stage fright or bewilderment? 15 1: 3-15 Saunders, D and Playing with a second language 154: 166-172 Crookall, D Sculli, D and Ng, W C Designing business games for the service industries 151: 16-27

The invention of board games by a group of teenagers from a special school 153: 118-125

Wozny, C

